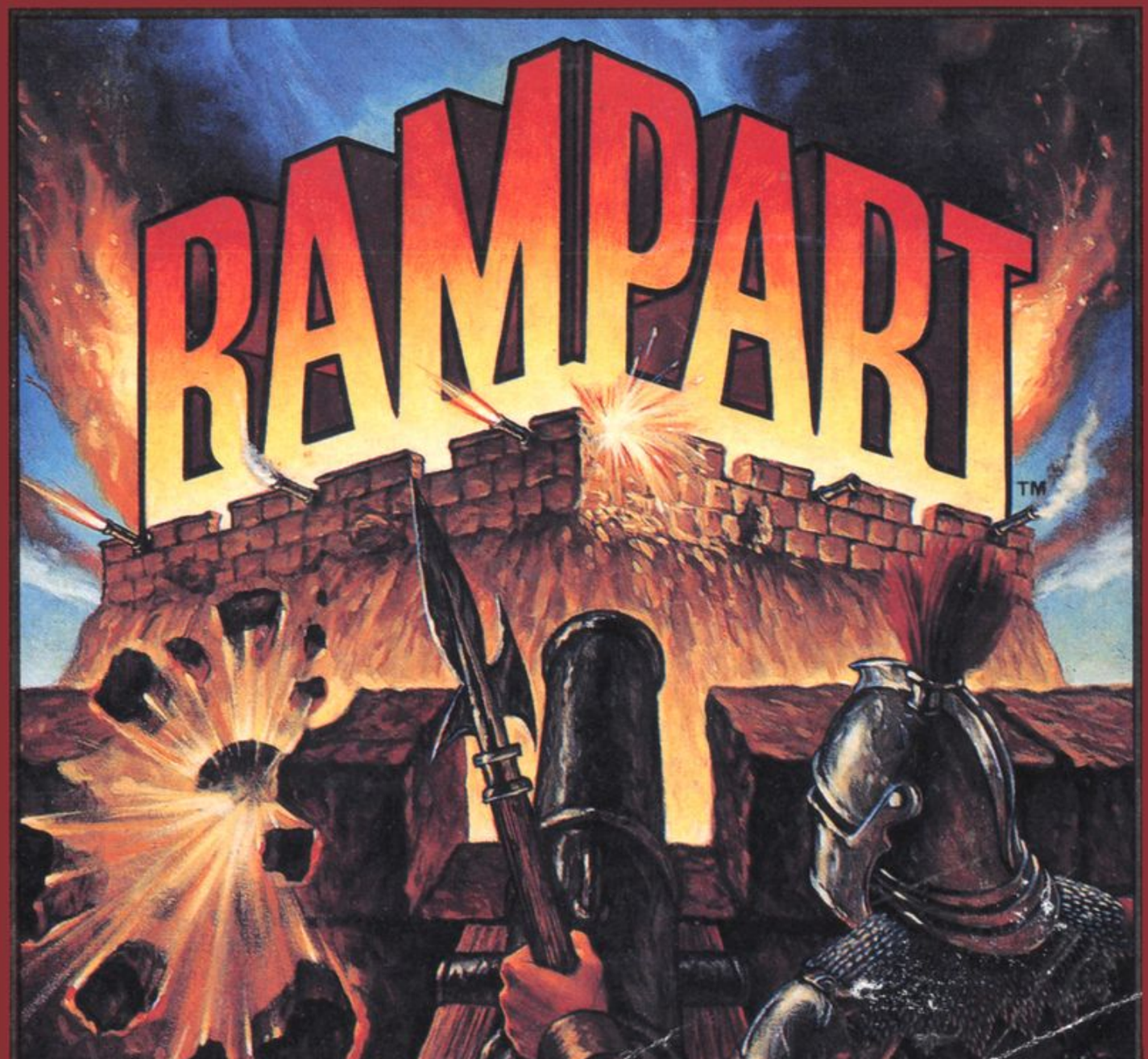
JALECO™

NES-73-USA



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ADVISORY

READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may expereince seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Jaleco U.S.A. Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

WHY SHOULD YOU JOIN THE

JALECO *MAJOR PLAYER'S*

Here's what you get if you join:

- **WIN FREE GAMES**
  You'll be eligible to win free Jaleco games from our once-a-month drawings!
- **FIND OUT ABOUT NEW GAMES**
  Find out about new Jaleco games before they're released! Get in on special Jaleco promotions and contests! ***And more!***
- **TEST GAMES BEFORE THEY'RE RELEASED**
  Hey, maybe we'll even ask a few of you if you'd like to test Jaleco games *before they're released*! You could be selected as a **Jaleco *Major Player***!

Here's what you get if you don't join:

- **YOU GET NUTTIN' IF YOU DON'T JOIN!**
  And there's only one way you can get in on all this good stuff — and all it's going to cost you is a few moments of your time and the price of a postage stamp!

Here's how to join:

- **Find the Jaleco *Major Player's Membership/Warranty* card enclosed in this package.**
- **Fill in the information requested on the card.**
- **Put a stamp on the card.**
- **Drop the card in the mail.**

That's right, all you gotta do is fill out the card, mail it to us, and you're in! **Even if you've joined before, fill out the card and send it again. It will increase your chances of winning!**

Welcome to the club!

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YE OLDE INTRODUCTION

(As explained by Sir Brian de Bois-Guilbert, resident expert on everything)

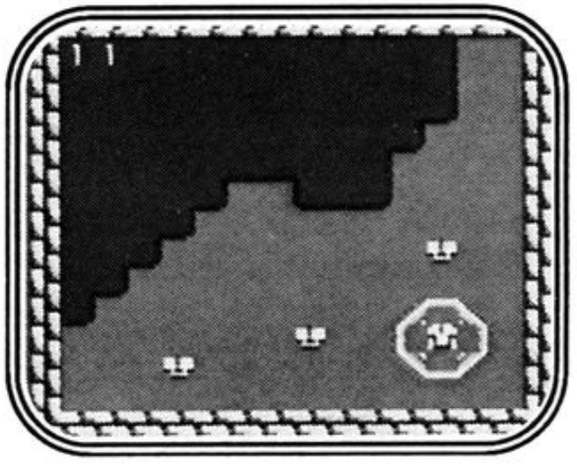
HARK!! Did that get your attention? I thought it would. No, I was not clearing my throat... in olden days, "hark" mean't listen up, and that's exactly what I want you to do. See, when you play this game, you're going back to the Middle Ages. No, it doesn't mean that everyone who lived back then was middle aged. The Middle Ages are the ages between the Early Ages and the Late Ages. Consult a history book if you want to know more... I don't have the time to go into it right now.

The Middle Ages was a simpler time, a time before F-16s, smart bombs and rocket launchers. Back in the good ol' days, war was down and dirty. You had a castle, some fortifications, and (if you were really lucky) a couple of cannons to discourage any unwelcome visitors that wandered your way (like your little brother and all of his friends).

So, to continue my story. We're transporting you back to the Middle Ages, to a time when these two knights, Sir William of Wyvil and Sir Stephen of Martival — we'll call them the Blue Knight and the Red Knight to make things easier — had set up camp right next to each other, but did not get along (to put it mildly). Sometimes one attacked the other by sea, firing from gunships out in the harbor. This was made easier (for the

attacker) by the fact that the entire land was surrounded by water. At other times, they just fired at each other from castles on either side of the river that marked the border between their lands.

Using your vivid imagination (and a little help from modern technology) you are transformed into one of these fearless knights, defending your castles and the honor of your name (Sir Bill or Sir Steve, as the case may be). You'll experience the thrills, the excitement, the out and out exhilaration of furious, fast-paced, head-to-head competition as you brave the ferocious onslaught and, with your deadly aim and excellent cannon-firing skills, cause the utter destruction of your opponent. Intense! The marketing guys will love that part.



Each battle you win brings you closer to your goal of capturing new territory... and each new territory brings you one step closer to total victory. It's not enough just to defeat the enemy, however. There is some strategy involved in this too, you know. What's the strategy, you say? Becoming a master builder in roughly 20 seconds or less, that's what.

Your castle walls are going to get pretty beat up from those two-ton cannonballs, so you'd better be prepared to fix them. It would be great if you could get your serfs to do it for you. Serfs are guys from the Middle Ages that worked 12 hours a day for

minimum wage and got a bowl of gruel (that's really runny oatmeal) at the end if they were lucky. Get that history book out again — it's fascinating stuff. Unfortunately for you, serfs may be oppressed but they're not stupid. They headed for the hills the minute they heard gunfire, so you'll just have to manage on your own.

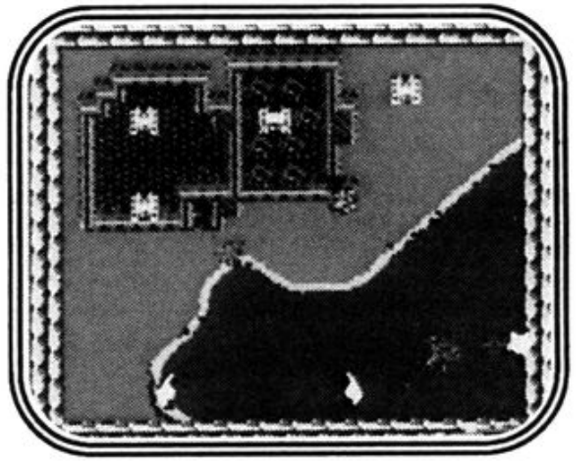
Our programmers (no, they're *not* from the Middle Ages, although some of them look like it) have thoughtfully provided you with wall pieces to help put your fortifications back together. These wall pieces are made up of little stone blocks and come in a wide variety of shapes — small ones, big ones, straight ones and crooked ones. Use these blocks to rebuild the fortifications before your opponent returns with fresh troops... which looks like it could be any minute now. I'd get busy if I were you.

OBJECT OF THE GAME

The object of the game is to win. OK, you probably already know that. If you want to know what you need to do to win, read on.

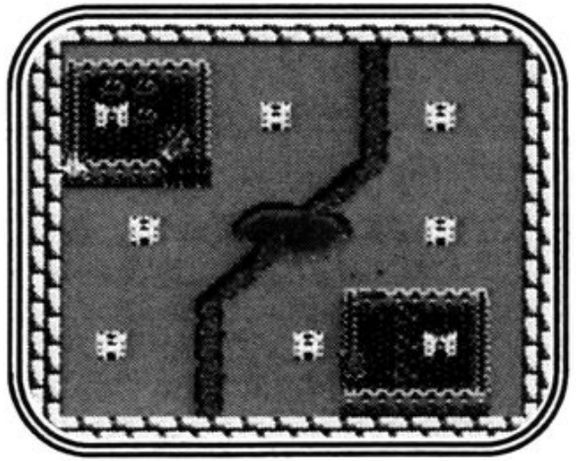
In both One-Player and Two-Player games, the object is to defeat the enemy and emerge victorious (after which you can take a nice long vacation in Bermuda). You defend your castles by building walls around them, setting up cannons and destroying the enemy before he destroys you. You start off with one castle and three cannons... the rest is up to you. The more castles you surround, the more cannons you'll get. The more cannons you get, the more firepower you get. Get it?

In a One-Player game, you fire at the armada of gunships that we have so thoughtfully provided on behalf of your enemy. Some of them just shoot at you. Some drop off hordes of nasty, bad-smelling grunts that move in and try to take over your castles. Others fire super cannons that leave huge, flaming craters that you have to build around. Don't worry — it'll be a picnic (if you make it to lunch, that is).



If you survive enough battles, you'll be proclaimed conqueror of the territory and will be allowed to choose another territory to master. There are six territories in all. The difficulty of each battle varies, as does the number of battles you will need to fight in order to win the territory (anywhere from three to eight). These variables are determined by a complex combination of factors, so don't expect a full explanation. Basically, the better you are at winning, the more difficult it becomes (so what did you expect?).

In a Two-Player game, you fire at each other's castles from opposing territories. There are no ships and no grunts... just more cannons on the other side of the wall. The number of battles you fight is determined on the Two-Player Options Screen. The difficulty of each battle is determined by the skill of your opponent. Choose your opponents well, and may the best knight win.

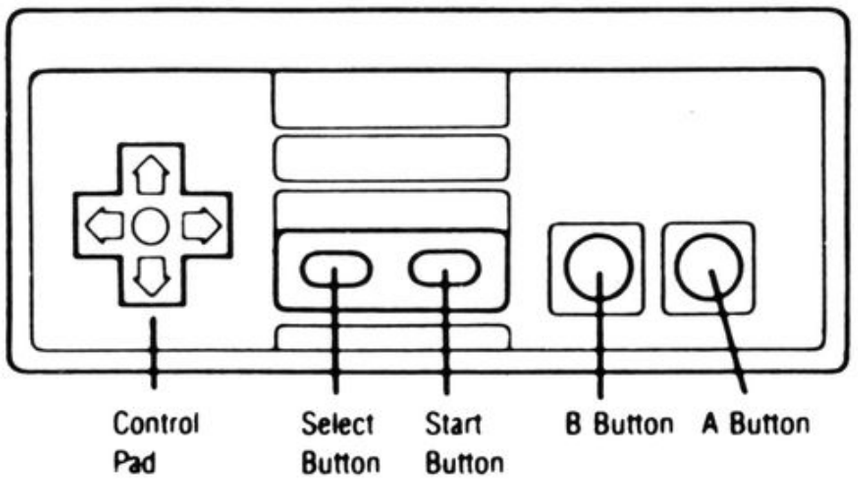


GETTING STARTED

1. Place the *Rampart* cartridge (label side up) into your NES and turn on the unit.
2. When the title screen appears, press **START** to begin the game.
3. If you do not begin the game, a demo sequence appears after a few seconds. Press **START** at any time during this demo to begin.

CONTROLLER FUNCTIONS

THE CONTROLLER



RIGHT on the Control Pad:

1. Move your cursor, cannon, gunsight, or wall section to the right.
2. Select the next option on the Options Screens.

LEFT on the Control Pad:

1. Move your cursor, cannon, gunsight, or wall section to the left.
2. Select the previous option on the Options Screens.

DOWN on the Control Pad:

1. Move your cannon, gunsigh,t or wall section down.
2. Move the cursor down on the Main Menu Screen.
3. Move the selection bar down on the Options Screens.

UP on the Control Pad:

1. Move your cannon, gunsight, or wall section up.
2. Move the cursor up on the Main Menu Screen.
3. Move the selection bar up on the Options Screens.

A Button:

1. Select castle to defend.
2. Place cannons.
3. Fire cannons.
4. Place wall sections when repairing damage.
5. Select an option on the Main Menu Screen.

B Button:

1. Rotate wall sections when repairing damage.
2. Select an option on the Main Menu Screen.

Control Pad and **B** Button:

1. Move the gunsight faster in battle mode.

START:

1. Start the game.
2. Select an option on the Main Menu Screen.
3. Return to the Main Menu Screen from the first Options Screen.
4. Pause the game during play.

SELECT:

1. Move to the next option on the Main Menu Screen.
2. Move the selection bar to the next set of options on the Options Screens.

ON-SCREEN DISPLAYS

During the game, an on-screen timer tells you how much time you have left to choose a castle, place your cannons, or repair damaged walls. When the timer runs out, you're outta luck!

During the game, scrolling bars tell you when it's time to place your cannons, prepare for battle, or build and repair damaged walls. After each battle, a status bar shows your Destruction Points, Territory Points, Castle Bonus and Score. In a Two-Player game, a status bar is displayed for each player.

CHOOSING YOUR OPTIONS

When the Main Menu Screen appears (the one that says RAMPART at the top), you will see menus for the **BLUE PLAYER** and the **RED PLAYER.** The BLUE PLAYER uses Controller 1, the RED PLAYER uses Controller 2.

The Main Menu Screen

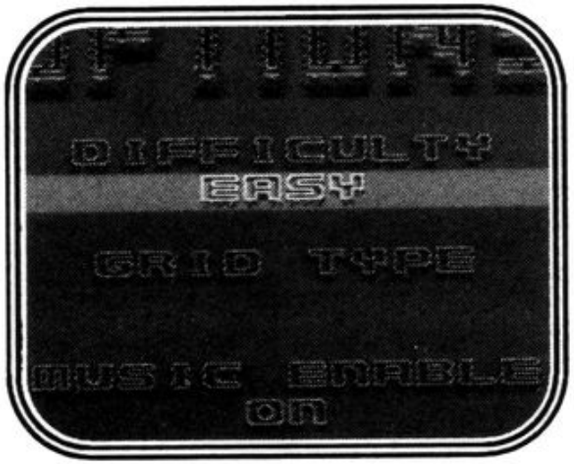
The items on the menu are **START** and **OPTIONS**. Press SELECT to change options, or use the Control Pad to move the cursor up and down. Press START to select an option.

START	Begins the game
OPTIONS	Displays the Options Screen

One-Player Game: Make your choices on the Options Screen, then choose START to begin the game.

Two-Player Game: One player makes the selections on the Options Screen (these options can be selected by either Controller). When one of the players chooses START to begin the game, the other player joins by pressing START (or the **A** or **B** button) on his Controller. Once a Two- Player game is selected, the Two-Player Options Screen appears. Either player can select the options on this screen.

The OPTIONS Screen



You will see three options on this screen. Press up or down on the Control Pad to move the selection bar. Press left or right on the Control Pad to change the highlighted option. When you have selected all your options, press START to return to the Main Menu Screen.

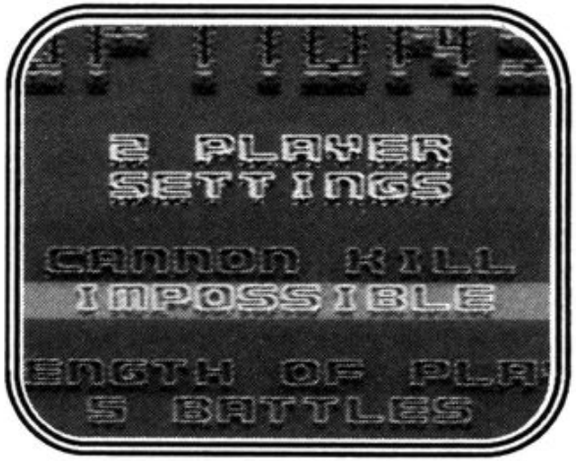
DIFFICULTY

Choose one of four difficulty levels: EASY, MEDIUM, HARD and VERY HARD. As the difficulty level increases, you get less time to rebuild your fortifications. In a One-Player game, the enemy ships will also move faster and there will be more of them to fight.

GRID TYPE
Choose one of four grid types: Dots, crosses, squares, or NONE (blank).

MUSIC ENABLE
Choose ON or OFF (sound effects are unaffected).

The Two-Player OPTIONS Screen



You will see two options on this screen. Press up or down on the Control Pad to move the selection bar. Press left or right on the Control Pad to change the highlighted option. When you have selected all your options, press START to begin the game.

CANNON KILL
Choose the number of shots needed to destroy your enemy's cannons. Your options are 2 SHOTS, 4 SHOTS, 12 SHOTS, or IMPOSSIBLE (makes cannons indestructible for both players).

LENGTH OF PLAY
Choose the number of battles to fight. Your options are 3 BATTLES, 5 BATTLES, 7 BATTLES, or 9 BATTLES.

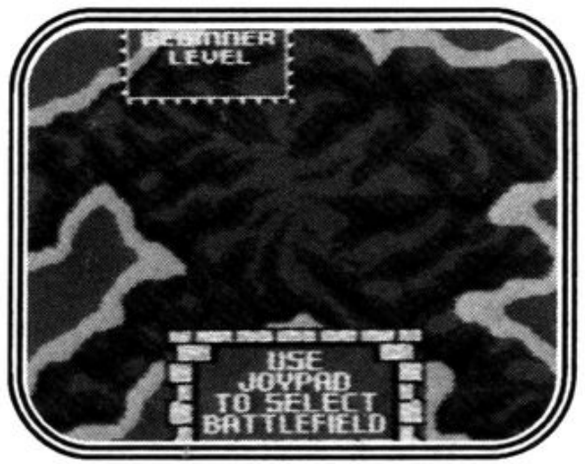
PLAYING THE GAME

After selecting START from the Main Menu Screen, a countdown timer appears. For a One-Player game, press START to bypass the timer and proceed immediately to battle. A Two-Player game begins when either player presses START from the Two-Player Options Screen.

One-Player Game

When you begin the game, you are given the option of starting with a Beginning Level battle or proceeding directly to the Advanced Level. In the Beginning Level, there are fewer ships and they move more slowly. Once you get the hang of things, go right for the Advanced Level. You'll get an additional 5000 points *plus* the Beginning Level territory... if you succeed.

When the map appears, use the Control Pad (or SELECT) to highlight different territories, then press any other button to choose a territory. Once you have selected a territory, you will need to choose a castle to defend. Experience will show you which castles are best suited to your playing strategy (assuming you have one). You have a limited time to make your selection. After choosing a castle, place your cannons inside the walls and prepare for battle.



Placing Your Cannons

When placing your cannons, be sure to leave as much room as possible for future cannons. Once a cannon is placed, it cannot be moved. Try to place your cannons as close as possible to the target (in this case, the harbor containing the enemy ships). The further a cannon is from its target, the longer it takes the cannonballs to reach it. Sounds logical, right?

Battle

Move the gunsight over the enemy ships and fire your cannons. (The gunsight will move faster if you press the **B** button as well as the Control Pad.) The more cannons you have, the faster you can shoot. The battle ends when you destroy all of the enemy ships or run out of time (we'll decide how long is enough). There are three types of enemy ships:

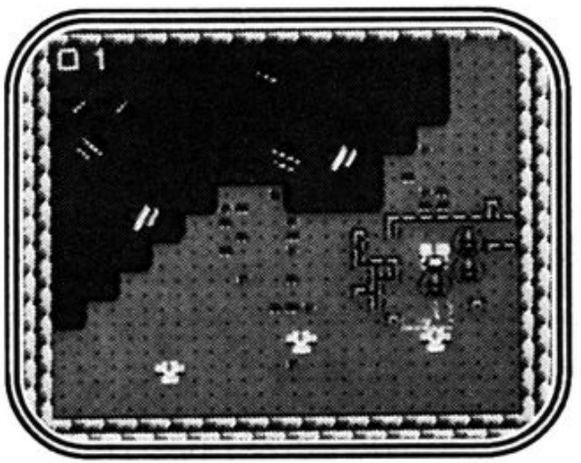
Gunships (single sails)	Fire rapidly at your castle walls.
Troopships (double sails)	Fire more slowly, but can also drop off armies of grunts if they reach the shore.
Flagships (yellow sails)	Move quickly, firing super cannonballs that leave flaming craters that you cannot build on.

Grunts

Grunts are nasty little creatures that swarm ashore from the double-masted Troopships. They can't penetrate your defenses, but they will destroy any undefended castles they reach. They're persistent, but not very bright. Fortunately, you have several means of defense against the grunts.

1. Fire at them during battle... even their armor is no match for a cannonball or two.

2. Enclose them inside the walls — this kills them instantly (a severe form of claustrophobia). The grunts will try to stop you from doing this by getting in your way, and unfortunately you can't build on top of them.



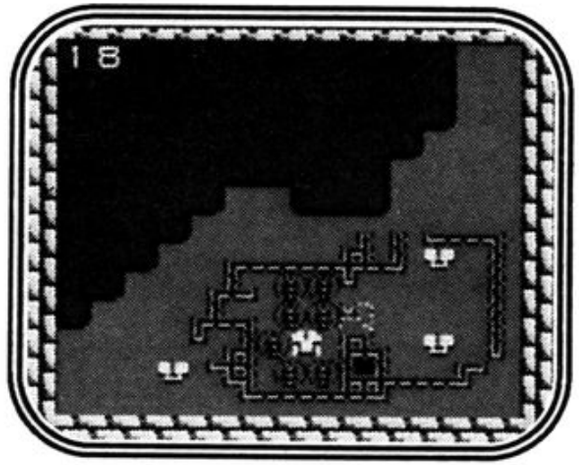
A few words of warning: Be sure to destroy all of the Troopships during battle. Otherwise, the surviving Troopships will continue to offload grunts while you rebuild. (I know it's not fair, but this is war, remember?) Also, grunts can appear spontaneously on the higher levels. I know... I've been there.

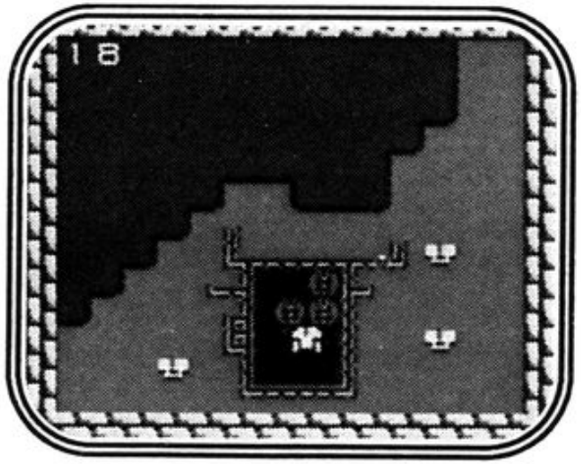
Build and Repair

After the battle, you must quickly repair the damaged walls of your castle and try to capture more land. Use the wall pieces provided to fill in holes and build new walls,

pressing the **B** button to rotate the pieces. As we mentioned earlier, you'll have to build around any flaming craters or roving grunts that get in your way. The important thing to remember here is that **you must surround at least one castle.** If you are unable to surround a castle in the time given, your army will be defeated. Sorry, that's the way it goes.

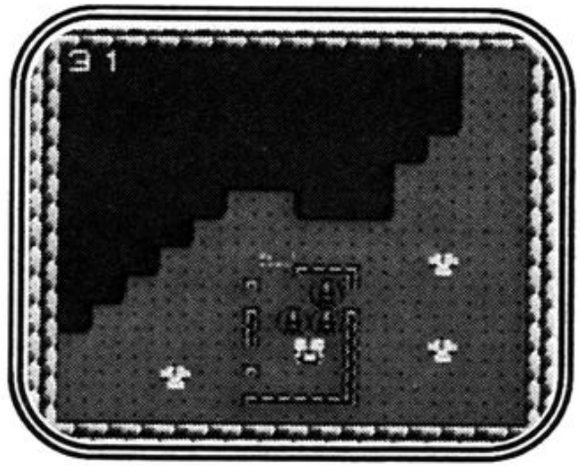
As you rebuild, be sure not to leave any diagonal gaps (see screen shots). You'll know when you have completely surrounded a piece of territory — the area inside the walls turns black. You get points for any territory you surround, but remember that you have to surround cannons if you want to use them in the next battle.





Filled Territory

Unfilled Territory



Additional Cannons

Each time you win a battle, you are given one additional cannon for every castle you surround and two cannons if you surround the home castle (the one you started with). New cannons can be placed inside any enclosed area, whether it includes a castle or not. (NOTE: Both cannons and wall pieces will appear on top of the home castle.)

Two-Player Game

In a two player game, you do battle with your opponent, who has set up camp on the other side of the river. You each choose a castle and place your cannons, then commence firing.

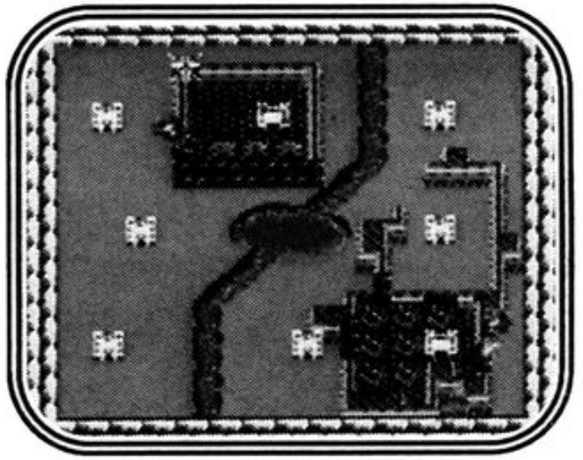
Placing Your Cannons

When placing your cannons, be sure to leave as much room as possible for future cannons. Once a cannon is placed, it cannot be moved. Try to place your cannons as close as possible to your enemy's fortress. The further a cannon is from its target, the longer it takes the cannonballs to reach it.

Battle

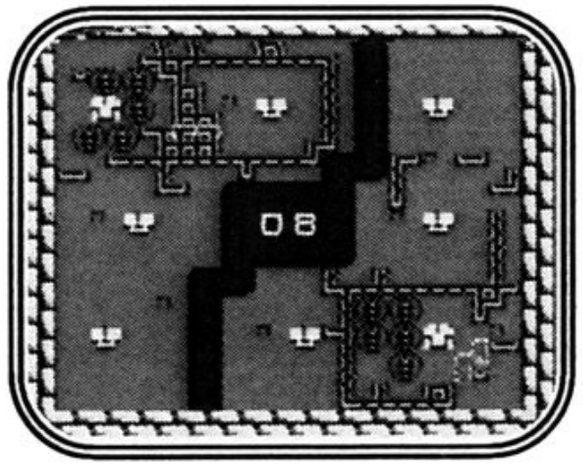
Move your gunsight over your enemy's walls or cannons and fire at will. The gunsight will move faster if you press the **B** button as well as the Control Pad. The more cannons you have, the faster you can shoot. If you hit an enemy cannon, you'll put it out of commission momentarily. With enough hits you can destroy it entirely. Although you won't get any points for doing so, it'll make your life a little easier.

The number of hits needed to destroy an enemy cannon is chosen on the Two-Player Options Screen. You'll know a destroyed cannon when you see one — it turns into a crumpled heap of twisted metal. You also have the option of selecting indestructible cannons; this option affects both players. The battle ends after a fixed amount of time. Don't ask how long... that's for us to know and you to find out.



Build and Repair

As in a One-Player game, you must quickly repair damaged walls and try to capture more land after each battle. Use the wall pieces provided to fill in holes and build new walls, pressing the **B** button to rotate the pieces. Again, remember that **you must surround at least one castle in order to continue to the next battle.** If you are unable to surround a castle in the time given, your army will be defeated.



When enclosing land, be sure not to leave any diagonal gaps (see the screen shots in the One-Player instructions). When a piece of land is fully enclosed, the area inside the walls turns black. Also, remember that you have to surround cannons if you want to use them again.

Additional Cannons

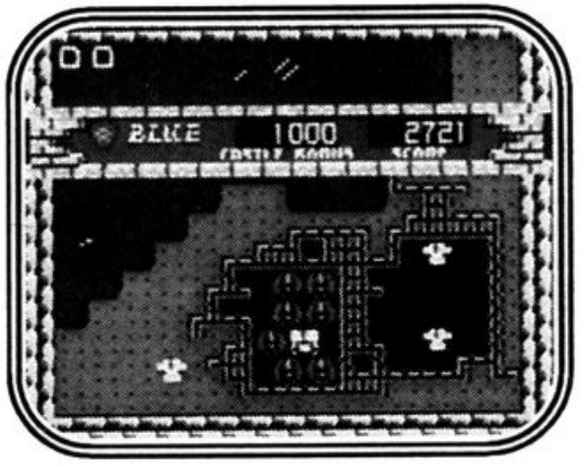
Each time you win a battle, you are given one additional

cannon for every castle you surround and two cannons if you surround the home castle (the one you started with). New cannons can be placed inside any enclosed area, whether it includes a castle or not. (NOTE: Both cannons and wall pieces will appear on top of the home castle.)

Bonus Squares

In a Two-Player game, flashing squares appear on the screen during the Build and Repair sequence. Earn bonus points by enclosing these squares.

Scoring



After each Build and Repair sequence, a banner appears showing your score and bonus points.

In a One-Player game, you are given points for destroying ships, capturing territory, and surrounding castles. In a Two-Player game, you get points for destroying your opponent's walls, capturing territory, surrounding castles, and enclosing flashing bonus squares. You can move quickly through this point display by pressing the **A** button.

Destruction Points

Each time you hit a ship:	25 points
Each grunt you destroy:	16 points
Each piece of wall you destroy:	2 points

Territory Points

Each square of black territory: 1 point

Castle Bonus

The home castle is worth 2 units. All other castles are worth 1 unit. The castle bonus is awarded for the total number of units:

1 unit	500 points	4 units	1000 points
2 units	700 points	5 units	1200 points
3 units	900 points	6 units	1400 points

Flashing Square Bonus (Two-Player Game)

When you surround a flashing square during the Build and Repair sequence, you are awarded anywhere from 100 to 1000 bonus points. The amount of the bonus is equal to ten times the square root of the number of territory squares you surround (rounded down to the nearest hundred, of course). See, your parents were right — all that math really does come in handy. Just in case you've forgotten what a square root is, we'll make it easy for you:

1-3 territory squares	100 points	36-48 territory squares	600 points
4-8 territory squares	200 points	49-63 territory squares	700 points
9-15 territory squares	300 points	64-80 territory squares	800 points
16-24 territory squares	400 points	81-99 territory squares	900 points
25-35 territory squares	500 points	100+ territory squares	1000 points

The High Score Screen

If you score enough points to be ranked with the all-time champs, the High Score Screen appears after you win the game (or have been defeated three times). Scroll through the alphabet by pressing the Control Pad, then press any button to select a letter.

Winning and Losing

<u>One-Player Game</u>

Once you have won enough battles to conquer the current territory, you will be allowed to choose the next territory to conquer. The number of battles needed to win a game varies from three to eight, depending on how well you're doing (no one said it was going to be easy). When you have conquered all six territories, you win the game.

You will lose a battle if you are unable to completely surround at least one castle in the time provided. The first two times you are defeated, a banner appears telling you to "Press button to continue with more firepower." Press any button to begin again at that

territory (your points remain intact). After three such defeats, your army will be conquered and you will be subjected to a fate worse than death (see below for details).

Two-Player Game

A player is defeated if he is unable to completely surround at least one castle in the time provided. If only one player is defeated, his opponent keeps all of his castles and cannons. The defeated player must start over again with a new castle. If neither player is able to surround a castle before time runs out, the timer starts over again and both players are given another chance (who said we didn't have a heart?).

If one player is defeated three times, he loses the game. Otherwise, the game ends after you have fought the number of battles chosen on the Two- Player Options Screen. The player with the most points wins, and the losing player is taken off to a fate worse than death. OK, maybe not *worse* than death, but really close to it... your little brother starts bragging to the whole neighborhood how he beat you four times out of five, and then that cute girl in your Math class hears about it, and... well, better not think about it. Just keep playing, and one day you'll beat your little brother, *and* all of his friends, and all of your friends, and then you'll go on to the regional championship, and then the national championship, and then... get the picture? So don't just stand there, start playing!!

GAME TIPS

1. Be sure to use the **B** button with the Control Pad to move your gunsight faster during battle.
2. When firing at ships, position your gunsight over the bow (that's the front end) of the ship you're trying to destroy.
3. If you have surrounded a castle but don't have room for cannons inside the castle walls, you can build a separate enclosure for the cannons (just make sure it's completely surrounded). On the higher levels, this is a good way to create a decoy for the double-masted gunships with yellow sails whose cannonballs leave flaming craters. They will only fire at the walled enclosures, saving the unused castles for later battles.
4. Pause the game (by pressing START) just as the Build and Repair banner is about to scroll off the screen. This will allow you to survey the damage and plan your building strategy.
5. Place your cannons carefully. If they are in tight locations, you may have trouble surrounding them later.

GAME TIPS — THE JALECO *MAJOP PLAYER'S HOTLINE*

If there's something you don't understand about your new Jaleco game, or if you're having problems with your cartridge, or if you're just plain stuck, you're welcome to call the Jaleco *Major Player's Hotline* between the hours of 8:30AM and 5:00PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having. Here's the number to call:

708-480-7733

Note: Normal telephone charges apply when you call the hotline number. It is not a toll-free call. Kids: get your parent's or guardian's permission to call before dialing the Jaleco *Major Player's Hotline*!

TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U. S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

JALECO™

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